INTRODUCTION

EnSight can save 3D geometry to disk files in either the EnSight Gold geometry format, *VRML* (Virtual Reality Modeling Language) format, or STL format. If you save in the EnSight Gold format, all active variables for the selected parts are also saved. Although no variables are saved with VRML geometry, parts colored by variables will retain the color information. Any part that is resident on the server can be saved in the EnSight or STL formats. Any part visible on the client (except vector arrows) can be saved in VRML format.

BASIC OPERATION

Saving Parts in EnSight Gold Formats

1. **Select File > Save > Geometric Entities...**

2. **Be sure the desired format is selected as the Format type.**

3. **Follow the instructions given.**

4. **Enter a file root name.**

5. **Toggle to save as binary files.**

6. **If the dataset is transient, specify the beginning, ending, and step values.**

Save Geometric Entities

Format: Case (Gold)

Please select the parts you wish to save from the Parts list, activate the variables you wish to save from the Variables list, and then fill in the following information. These files will be saved by the EnSight server as *.geo, *.case, *.variable

[path/]filename prefix

Save As Binary File(s)

Begin Time Step   0   ☐ Save As A Single File

End Time Step   20   Maximum File Size(in MBs)   2147.48

Step By   1

Okay   Cancel   Help

7. **If the dataset is transient you can choose to save the multiple timesteps in one file (one file per variable). If you choose this option, you can also specify the maximum file size.**

8. **Click Okay.**

Saving Parts in VRML Format

1. **Select File > Save > Geometric Entities...**

2. **Be sure VRML is selected as the Format type.**

3. **Follow the instructions given.**

4. **Enter a file root name.**

Save Geometric Entities

Format: VRML

The visible parts will be saved as displayed. The files will be saved by the EnSight client with .wrl appended to it.

[path/]filename prefix

Save As Binary File(s)

Begin Time Step   0   ☐ Save As A Single File

End Time Step   20   Maximum File Size(in MBs)   2147.48

Step By   1

5. **Click Okay.**

Okay   Cancel   Help

Saving Parts in STL Format

1. Select File > Save > Geometric Entities...

2. Be sure STL is selected as the Format type.

3. Follow the instructions given.

4. Enter a file root name.

5. Save as binary or Ascii file, based on this toggle.

6. If the dataset is transient, specify the begin Time Step. (Note, End and Step are ignored.)

7. Click Okay.

Save Geometric Entities

Format **STL**

Please select the parts you wish to save from the Parts list and then fill in the following information. These files will be saved by the EnSight server with .stl appended to it.

[path/]filename prefix

☐ Save As Binary File(s)

Begin Time Step   0   ☐ Save As A Single File

End Time Step   20   Maximum File Size(in MBs) 2147.48

Step By   1

Okay   Cancel   Help

OTHER NOTES

There are some important differences in how EnSight saves parts according to format chosen.

	Case(EnSight Gold)	VRML	STL
Which parts are saved?	All parts currently selected in the Main Parts List (except those indicated below)	All visible parts	All parts currently selected in the Main Parts List (except those indicated below)
Saved from where?	EnSight server	EnSight client	EnSight server
Which parts *cannot* be saved?	Any client-based part: contours, vector arrows, particle traces, profiles.		Any client-based part: contours, vector arrows, particle traces, profiles

Output in the EnSight formats is intended to provide a method to save both model and created parts (with active variables) for subsequent reuse with EnSight. VRML output is intended for export to other systems.

Most World Wide Web browsers come with either built-in or plug-in support for VRML file viewing. Since VRML is a subset of the Inventor format, you can also import it into programs accepting Inventor files. You may, however, have to modify the first line of the file (with any text editor) to read:

```
#Inventor V2.0 ascii
```

This may work when importing VRML into Showcase from Silicon Graphics (a presentation layout tool). Once imported, the 3D model can still be manipulated – even during a presentation.

When an STL file is saved, the timestep indicated in the Begin Time Step field is the snapshot saved. The End Time Step and Step By fields are ignored.

SEE ALSO

User Manual: **Saving Geometric Entities**